STRIKE IT! ™

INSTRUCTION MANUAL

TELE-GAMES – Wigston, Leicester, LE8 1TE, England.
TELE-GAMES – U.S.A., Box 901, Lancaster, Texas 75146.

1. PREPARING

- hook up your video game system.
- plug in "Strike it" cartridge while power off.
- choose your level by keypad from the variation and difficult level charts after the title scene.

2. HOW TO PLAY

- Keypad: keypad buttons 1-8 allows you to select a game option before beginning to play. Pressing "*" after a game allows you to replay the same game option; pressing "RESET" after a game allows you to return to game option screen.

3. CONTROLLING

- Direct your racket by moving the control-stick in right and left directions.
- Control your racket to hit the balls and reflect it to bricks and animals.

4. CHANCES

- In each scene, you have 6 balls (chances).
- In third scene, besides your own 6 balls there are still four moving balls hit here and there, you can accept and reserve them.
- Total you have 6 scenes.

5. REGULATION AND PROCEDULE

VARIATION	LEVEL	PLAYER
a	1	1 (one man, single play)
a	2	1 (one man, single play)
b	3	2 (two men play in the meantime)
b	4	2 (two men play in the meantime)
c	5	2 (two men alternate, single play)
c	6	2 (two men alternate, single play)
d	7	4 (four men alternate, double play)
d	8	4 (four men alternate, double play)

NOTE: if you are playing a two-player or four-player game, players take turns, each player plays until completing a game.
Play alternates between players only when one or two players complete a game.

6. SCORING

Your score points according to the position and quantity of the balls hit the bricks and animals.

● Each yellow brick (first line)	30 points
● Each green brick (2-6 line)	50 points
● Each blue brick (7-9 line)	80 points
● Each animal on the brick	500 points
● Each animal accepted by racket	300 points